

Lone Wolf Club Newsletters

Newsletter #11

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Daniel Hulse – providing scans two pages previously missing from this document.

Simon Osborne – creator and maintainer of this document.

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Newsletter No. 11

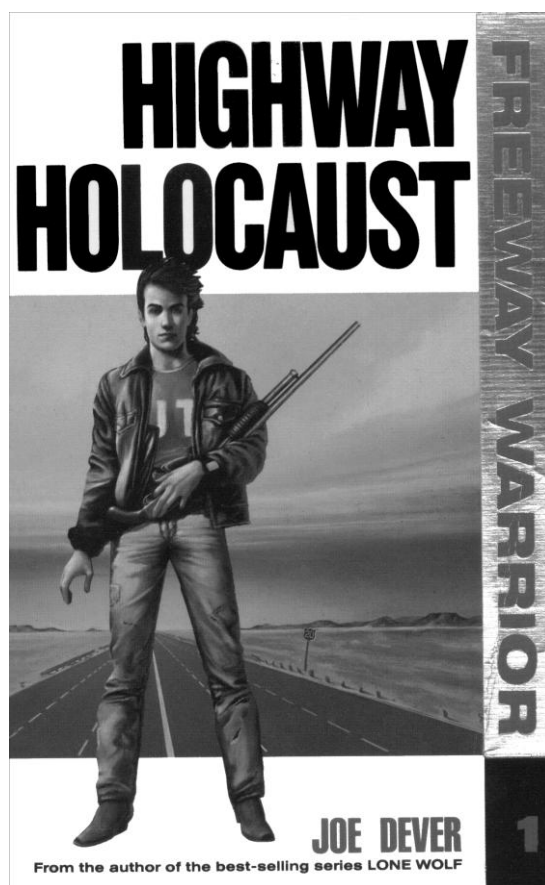
July 1988 sees the publication of—'Highway Holocaust'—the first book in a new solo adventure series by Joe Dever entitled—

FREEWAY WARRIOR

A special preview of this exciting gamebook series can be found on pages 4 & 5. Also, signed copies can be ordered (post free to UK members) using the special priority order form on page 10.

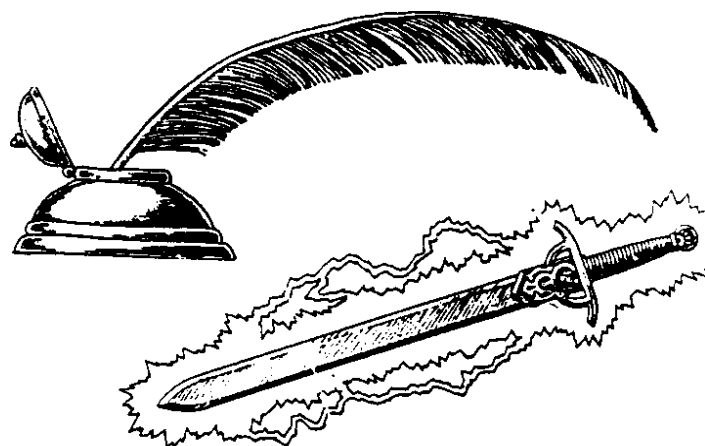


**FREEWAY WARRIOR BOOK 1
"HIGHWAY HOLOCAUST"
OUT ON JULY 21ST 1988
CAN YOU SURVIVE WITHOUT IT?**



Monastery Mailbag

A SELECTION OF LETTERS FROM
LONE WOLF FANS



In 'The Masters of Darkness', what happened to captain Borse and the rest of the crew after the 'Intrepid' was sunk?

(Peter Lester, Bath)

Captain Borse was killed when a Darkland ironclad rammed the 'Intrepid', but Davan and six of the crew (including two Kirlundin marines) managed to survive the action and swim ashore. They avoided the Giak beach patrols and eventually made their way back along the coast to Toran.

What happened to the juggernaut in Argazad harbour after I sabotaged its wiring? Did it eventually sink at sea after all?

(Paul Smith, Birmingham)

As a consequence of having sealed the doom of the Darklords by completing your mission in Helgedad, the ironclad juggernaut was never actually launched. Had it been, its engine would undoubtedly have broken down within hours of setting out to sea, and there would have been at least a 60% chance of it being hit by a storm whilst incapacitated. That would have sunk it for sure.

In a previous Newsletter it was said that Kraagenskûl was a Lord of Helgedad, yet in Lone Wolf Book 12 he calls himself 'Lord of Argazad'. Which is correct?

(Mathew Sherwood, Warwick)

Kraagenskûl was a former Lord of Helgedad until he was put in charge of the construction of Argazad. On its completion he became lord of that stronghold. (The naval base was built from scratch while Lone Wolf was in the Daziarn).

What happened to the armies of Gnaag after the destruction of Helgedad?

(John Cunningham, Newcastle)

When the Transfusor was destroyed, those Darklords who were outside the borders of the Darklands physically disintegrated. Without their tyrannical leadership the factions which made up their armies, notably the Drakkarim, began to fight amongst themselves for control. This widespread disorder quickly escalated into a virtual civil war within the Darkland armies. It gave the Freestate forces time to recover and launch an offensive that exploited the chaos and led to a quick and total victory.

What happened to the Slavemaster after the fall of Helgedad?

(Alex Wright, Portsmouth)

The Slavemaster was given safe passage to the Stornlands where he was granted a command of a brigade in the army of Lyris. Once the now leaderless and demoralized Darkland armies had been forced back into the Naogizaga (where most of them eventually perished), he returned to his native Magador and led an uprising against King Vanagrom VI. The revolt ended with the King's death and the dissolution of the monarchy. Magador became a republic and the Slavemaster, whose name was Kadharian, was elected its first President.

When Lone Wolf returned from the Daziarn, had his body aged only the small amount of time that he had been away, or was he eight years older?

(Stephen Cox, Taunton)

Lone Wolf aged only three months despite having been absent from Magnamund for over eight years.

Which 'God-like race' made the Sommerswerd?

(Simon Martinez, Liverpool)

The Sommerswerd was forged by the Nuoma, a race of spirit-like demigods who serve Kai on the Plane of Light. Their powers are akin to the Shianti, although the Nuoma have always remained within the confines of their plane of existence and have never had need to take on a physical form.

Who was Zakhan of Vassagonia after Kimah?

(Anil Patel, Bristol)

Lhazhor, the Emir of Bisutan, was elected by the elders of Vassagonia as successor to Zakhan Kimah.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR
COMMENTS ABOUT THE LONE WOLF SERIES, SEND
THEM TO:

LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62-65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW



The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: TAKI FRANTZIS
Age: 14
Address: USA
Hobbies: Lone Wolf, RPGs, modelling, sports, military science, aviation.
Would like an English pen-pal, boy or girl (aged 13–14), with similar interests.

Name: PULOK CHOUDHURY
Age: 11
Address: England
Hobbies: Lone Wolf, FF, Transformers.
Would like a pen-pal (boy or girl) with similar interests.

Name: ASHISH PATEL
Age: 13
Address: England
Hobbies: Lone Wolf, FF, karate, computers (Spectrum), WFR, sport, birds of prey.
Would like a pen-pal (boy or girl; aged 13–15) with similar interests.

Name: ANG SOO BOON
Age: 11
Address: England
Hobbies: Tang Soo Do, Judo and Ninjitsu.
Would like a pen-pal in the above mentioned martial arts.

Name: DARREN KEMP
Age: 13
Address: England
Hobbies: Lone Wolf, Grey Star, FF, RPGs, computers (Amstrad CPC464 & C16), reading.
Would like a pen-pal (boy or girl), aged 11–14, with similar interests.

Name: JOSEPH FOWLER
Age: 12
Address: England
Hobbies: Swimming, football, reading, Lone Wolf, computers (Amstrad CPC6128).
Would like a male pen-pal (11–13) who hope-fully could swap computer games, or who has similar interests.

Name: SEAN NIKOLIC
Age: 11
Address: Scotland
Hobbies: Football, computers (Spectrum +2), Lone Wolf, Grey Star.
Would like a male pen-pal (11–14) who can swap computer games for the Spectrum.

Name: NATHAN WORRELL
Age: 15
Address: England
Hobbies: Football, tennis, snooker, reading, athletics, cinema & Indiana Jones.
Would like an American pen-pal (boy or girl; aged 14–16) with similar interests. Also, he would like to contact Paul Fox or anyone else heavily into Lone Wolf.

Name: SIMON PICKERING
Age: 15
Address: England
Hobbies: Reading horror (James Herbert, Stephen King), cricket, Lone Wolf, FF, films, computers.
Would like a pen-pal (boy or girl; aged 15–17) with similar interests.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

FREEWAY WARRIOR

July 1988 sees the publication of *'Highway Holocaust'*, the first book in Joe Dever's new post-holocaust solo adventure series entitled:

In this issue we preview the **'Dateline to Disaster'**, a chronology of the events which led to the nuclear devastation of the northern hemisphere, and **'Cal's Story'**, an account of how you, Cal Phoenix, the central character in this new series, managed to survive the years that followed 'The Day'.

Dateline to Disaster

1990-1998 Rise of global terrorism on an unprecedented scale. Political violence funded by organized crime syndicate called HAVOC—The Hijack, Assassination and Violent Opposition Consortium.

1998-2003 The governments of many small and impoverished nations fall into the hands of HAVOC. International terrorists receive arms, training and shelter in these 'Bad-lands'.

2003-2008 Raids on oil and gas installations, assassinations, and the kidnapping of prominent world statesmen become commonplace as HAVOC attempt to terrorize the civilized world into submission. Despite public out-rage and growing international tension, the major powers steadfastly refuse to give in to HAVOC's demands.

2008 President of the United States and General Secretary of Supreme Soviet both assassinated at emergency summit meeting. US, USSR and major

European nations create the World Defence League and declare war on HAVOC. The Badlands are invaded, key HAVOC bases destroyed, and thousands of HAVOC agents are captured.

2009 HAVOC loaders imprisoned for life in 'Deep Pens'—maximum-security gaols located deep underground—to prevent their escape or release by HAVOC agents still at large.

2010 New leadership emerges to unify the scattered remnants of HAVOC and plan revenge.

2011 A WDL train transporting seventeen 100-kiloton nuclear warheads, destined to be neutralized and dismantled, is attacked by HAVOC agents. The train is destroyed and its deadly cargo stolen.

2012 New Year's Day HAVOC hijack a WDL news satellite and broadcast a chilling ultimatum. They have planted the seventeen stolen warheads in major cities throughout the US, USSR and Europe. They call for the immediate release of all HAVOC agents held in Deep Pens, plus the payment of \$2 trillion in gold bullion, or they will trigger the warheads one by one until their demands are met in full.

A twenty-four hour deadline is set. WDL leaders declare emergency and request that the deadline be extended. HAVOC refuse.

2nd January First warhead detonated at Brie Nuclear Energy Plant, ten miles south of Paris, France. Blast and radioactive fallout claim millions of lives. HAVOC repeat their demand and extend deadline by twenty-four hours.

3rd January 'The Day' World Defence League agents discover location of HAVOC command head-quarters on an island in the South Pacific Ocean. Immediately orders are given to infiltrate and destroy the HQ and its occupants. The assault is swift and decisive: the complex is quickly overrun and its inhabitants are killed.

Yet, ironically, as the news of this victory is being relayed around the world, HAVOC enact their ultimate revenge. A transmitter hidden on the island, fitted with a time-delay mechanism, clicks on, sending its high-frequency radio signal to a communications satellite orbiting the earth. This signal is amplified and returned to earth where, simultaneously, it triggers the remaining nuclear warheads.

The initial explosions set off a disastrous chain reaction that feeds on civil and military nuclear installations all across the northern hemisphere. Hundreds of millions of people are killed within days, and many more perish during the years that follow, falling victim to the lingering radioactivity and the severe climatic changes that affect the earth.

2012-2019 Gale force winds sweep across the world, carrying enormous amounts of dust into the upper atmosphere and preventing much sunlight from reaching the earth's surface. Temperatures plummet, deterring survivors from remaining above ground. Communications are disrupted by gamma radiation, making all radio, cable and satellite contact impossible. Small colonies of survivors develop in total isolation from one another during these years of darkness.

2019-2020 Gradually, the dust storms die down and the sun penetrates the atmosphere, thawing the earth's frozen surface. Radiation has decayed to tolerable levels, and survivors emerge to reclaim what little remains of the world they once knew.

Cal's Story

You are Cal Phoenix, a survivor, born on Thanksgiving in the year 2000 AD. When you cast your mind back to the time before 'The Day', you recall your two brothers and your sister, your parents' house in California, and summer vacations spent cruising the blue Pacific off Catalina Island aboard your father's boat. They are your fondest memories, yet your most vivid recollections are of winter vacations, when the family would drive to Dallas to spend Christmas with Uncle Jonas and Aunt Betty-Ann. Of all your Texan Christmases, the 2011 visit was the most memorable. It was also the last time you saw your family alive.

Your parents had decided to cancel the trip to Dallas that year. The oil shortage had pushed up the price of gasoline to \$30 a gallon, and only the rich could afford to drive long distances, even in cars equipped with solar-pacs. You were so disappointed when you heard the news that you decided to walk the 1300 miles to Dallas, and would have done so had your father not caught up with you three miles from home. Then, when Uncle Jonas and Aunt Betty-Ann got to hear of it, they fixed it with your parents so that you at least could spend Christmas with them at their ranch near Denton.

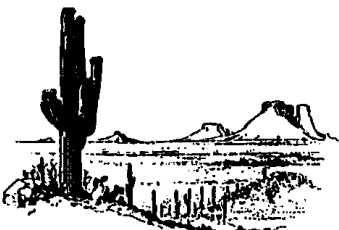
From the moment they met your charter flight at Addison Airport you knew it was going to be a vacation to remember. Uncle Jonas was an oilman. He had been one ever since he graduated from the University of Tens in '95 with a degree in geology. Earlier that summer he had been put in charge of construction at a shale-oil mine near Austin, the very first of its kind in Texas, and as a special Christmas treat he promised to take you on a guided tour of the whole underground complex.

On New Year's Day 2012, the three of you started out early on the road to your uncle's mine, located on the Austin Chalk, over 200 miles south of Dallas. The trip would take at least two days, with an overnight stop in Waco. For, in an effort to conserve energy, the Federal government had imposed a speed restriction of fifteen miles per hour on all state highways. It was a slow journey, and despite the sombre radio bulletins that gave news of HAVOC's latest threats, you can still remember your excitement at the thought of exploring those tunnels deep below the earth.

Your arrival at the mine was met by a military patrol, posted there by the World Defence League. The job of the patrol was to prevent sabotage: oil installations all over the world had become one of HAVOC's primary targets in their campaign of terror. The mine was officially closed for the New Year's recess but Uncle Jonas had right of access at all times and, after checking his papers, the patrol allowed you in. It was a massive complex and, for security reasons, it was totally self-supporting. A central shaft serviced the many working levels to which there were attached laboratories, workshops and even refineries for processing the precious crude oil after it had been extracted from the rock. Uncle Jonas was explaining the function of these refineries, 300 feet below the surface, when it happened.

The ground shuddered when the shock waves from the first distant explosions reached the mine, and you remember thinking that it must be the start of an earthquake, the like of which you had experienced many times at home in California. But as the levels nearest the surface began to collapse and the central shaft filled with falling rubble, you realized the awful truth. The unthinkable had happened.

At first there was no way of telling the extent of the surface devastation. Below ground, the safety generators had automatically switched into operation when the main power supply failed, and the tremors faded quickly, encouraging your aunt and uncle to believe that the damage above was superficial. Uncle Jonas was confident that the military would mount a rescue operation and that you would be bought out within a few days—a week at the most. Aunt Betty-Ann was also optimistic. After all, there were emergency supplies, enough to feed 200 men for a whole month. Little did she know that the three of you would end up consuming all of those supplies, or that the mine would become your home, your shelter and your prison for the next eight years of your lives.



It was a month after 'The Day' when the three of you accepted that there would never be a rescue operation. Many days had been spent in silence, hoping and praying for the sounds of excavation or a voice on the radio link to the surface. But all that could be heard was the static crackle of the gamma radiation which was blanketing the earth. Uncle Jonas proposed that an attempt be made to reach the surface by tunnelling through the blocked central shaft. It was an awesomely dangerous feat, to dig vertically through 300 feet of compressed concrete rubble and twisted steel girders, but there was no other way you could ever hope to escape from the mine. Progress was painfully slow but the work gave you all a sense of purpose, a reason to go on, even though you feared what could be awaiting you on the surface.

Those years spent in the mine taught you invaluable lessons in survival. Uncle Jonas showed you how to refine gasoline from crude oil to keep the generators alive; to coax fresh water from porous rock; to manufacture spare parts in order to maintain vital machinery. Aunt Betty-Ann, who had at one time been a nurse and a high school teacher in Denton County, attended to your education and made sure that you stayed fit and healthy. Their love and support enabled you to grow during those dark days underground despite the enormous sense of loss you felt for your parents, brothers and sister. You vowed then that one day you would repay their kindness by protecting and caring for them.

It was early September in the year 2019 when finally you broke through to the surface. Aunt Betty-Ann was convinced that radiation levels would still be dangerously high, and at first she was against leaving the mine. But, during the last few months of your incarceration, the static that had always jammed the radio wavelengths had gradually cleared, and Uncle Jonas was able to persuade her that this meant it was now safe to live above ground.

When you first emerged from the mine, you thought you were on the surface of another planet. Surely this could not be Earth? Few structures had survived the blizzards and intense cold that had swept around the world in the years following 'The Day', and now, after the dust had settled and the sun returned, the once-fertile plains of Austin resembled little more than a desert of parched and broken rock, littered with the artefacts of an absent civilization. During the first few days, when you set out to explore this wilderness, it was easy to believe that you were the only survivors. But on the morning of the fifth day, Uncle Jonas made a chance radio contact with a family called Ewell who were living near the ruins of McKinney, thirty miles north of Dallas. They told him that they had been in touch with a handful of other groups who had managed somehow to survive the holocaust. Most were isolated, unable to move due to lack of fuel, food or water. They had urged those who could travel to join them in McKinney, to start a new community, and some were already on their way. Your uncle and aunt also accepted their invitation. McKinney was not very far from Denton, and they were curious to see if anything remained of their ranch. They planned to return home, salvage whatever they could that might be of use, and then move on to McKinney. The Ewells were enthusiastic, but they warned that not everyone who had survived wanted to establish a new community. The ruins of Dallas and Fort Worth were controlled by gangs of criminals who fought with each other and terrorized anyone seeking to re-establish law and order. They advised you to avoid them at all costs when travelling north.

Interstate Freeway 35 was the only highway still intact amid the devastation that surrounded the mine. It offered a direct route home to Denton, if only transportation could be found, for Uncle Jonas considered conditions far too dangerous to attempt such a long journey on foot. It took more than a week to discover a vehicle that was still serviceable. It was an old school bus one that had been parked in an underground lot and had survived the years of sub-zero blizzards. With a few new parts, a tankful of gas and a lot of hard work it was eventually brought back to life.

Provisions, including a small generator were hoisted out of the mine and stowed aboard before you began the journey back to the ranch. The noisy old bus bumped along the rock-strewn freeway that stretched northward across an empty sea of dust. It was harrowing sight. Hardly a trace remained of what were once thriving communities, and the once-populous cities of Temple and Waco had barely enough buildings still standing to qualify as small towns.

It was not until you reached the outskirts of Fort Worth that you encountered signs of human habitation. The road ahead was blocked by a line of wrecked autos, and

at your approach a group of hard-faced men and women, clad in composite costumes of leather and riveted steel, suddenly popped up from behind this barricade. Uncle Jonas was suspicious and slowed the bus almost to a halt. Suddenly they produced handguns and rifles and began to take aim at the windshield, and he knew it was not the time to stop to ask for directions! He told you and Aunt Betty-Ann to brace yourselves, then stamped his foot on the gas and drove the bus straight through the wall of cars, scattering the punks like tenpins in a strike. The bus was shot at many times as it sped through Fort Worth, but the street gangs had been caught out and you managed to escape from the ruined city before they could give chase.

When you got to Denton you discovered that the ranch, like all the other nearby dwellings, had been reduced to a heap of broken bricks and shattered timbers. The sight greatly upset your aunt, and Uncle Jonas felt it better not to stop but to continue overland to McKinney. It was easy to find where the Ewells lived, for their ranch was the only place in town that was still standing. It looked more like an old frontier post than a ranch, with its fortified perimeter wall, lookout posts and stake-filled moat. But, after your brush with the citizens of Fort Worth, it was easy to understand the need for these defences.

Pop Ewell, the seventy-year-old grandfather of the Ewell family, was the leader of this small colony of survivors: it was he who had urged Uncle Jonas to join them when they had first made radio contact. The colony numbered less than a dozen at the time of your arrival, yet as the airwaves became clearer, soon this number had more than doubled to twenty-five. It was decided that a name was needed to identify the settlement. The name 'Dallas Colony One' was adopted—'DC1' for short—and from that day on everyone worked hard to make DC1 a secure haven for those seeking refuge from the hostile wastelands and marauding city gangs.

'Cutter' Jacks was one such refugee. Before the holocaust he had been chief mechanic at the International Grand Prix Circuit near Lake Dallas, and his incredible skill and knowledge of engines was soon to prove invaluable to the colony. He taught you how to drive, and from a pile of old wrecks that you helped him salvage from the circuit he built you a powerful, customized car. You used it to patrol the highways north of the city, keeping a lookout for gangs of city punks who frequently mounted raids to steal or destroy DC1's supplies. 'Cutter' also taught you to shoot, and it was your prowess with a gun and your skill behind the wheel that was to earn you the begrudging respect of your enemies who took to calling you 'Freeway Warrior'.

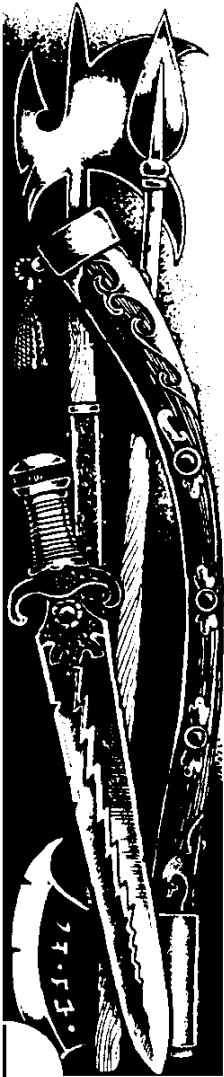
Six months after you arrived at DC1, the colony was faced with a major crisis. A heat wave was causing a drought that threatened to destroy the food supply. Crops were failing and the colony's artesian well—its only source of uncontaminated water—was beginning to dry up. The drought was also provoking more attacks from the city punks who were desperate for food and water. Their common need united them and they posed a very real threat to the security of DC1.

It was the last day of May 2020 when Pop Ewell made radio contact with another colony who were based in the city of Big Spring, 300 miles west of McKinney. It appeared that their situation was completely the reverse of DC1's: they had plenty of food and water but they were desperately short of fuel. They told of their contact with survivors in Tucson, Arizona, who were also without fuel. The Tucson colony reported that the territories west of the Sierra Nevada Mountains had been spared the worst effects of the radioactive blizzards that had devastated the rest of the country and, miraculously, much of southern California was still widely populated. It had survived the last eight years virtually intact. When you heard the news you could hardly believe your ears. Perhaps your family were alive. You might be reunited after all!

Pop Ewell called for a meeting to decide how best to deal with the crisis now facing DC1. Everyone agreed that to stay at McKinney would lead to eventual death, either slowly from starvation or suddenly at the hands of the murderous city gangs. The only option open to DC1 was to try to reach California; only there lay any real hope for the future of the colony. Your decision was relayed to the survivors at Big Spring and a deal was struck to rendezvous with them as soon as possible. DC1 would exchange fuel for food and water, and together they would join up with the Tucson colony for the final journey to California.

Preparations began almost immediately. Morale was so high that a heady sense of adventure and optimism enveloped everyone. Few guessed just how fraught with danger the journey would be.

LONE WOLF BATTLE DAYS 1988



This year Joe Dever is offering Lone Wolf Club members (and their friends) another chance to enjoy a day's fantasy wargaming at his home near Brentwood in Essex. In a purpose-built games room, on a sculptured wargames table measuring 40sq. feet, you'll command an army of superbly painted metal miniatures in a mass battle devised and umpired by Joe himself. Now's your chance to become a Sommlending general, or a powerful sorcerer gifted in battle-magic, or a Vassagonian noble, or even a feared Drakkarim warlord! You'll be able to pick an army of your choice from a collection of over 6,000 fantasy miniatures, and enjoy a day of action-packed battle-gaming in the company of fellow Lone Wolf fans.

BOOKING FOR THE BATTLE

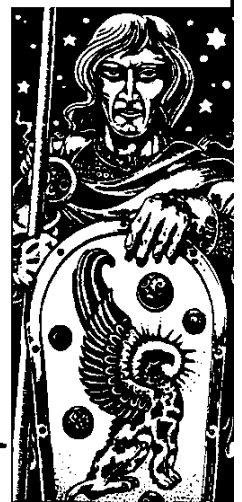
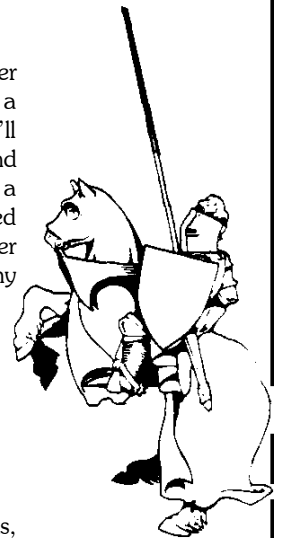
There will be two Battle Days:

SATURDAY 20TH AUGUST 1988 & SUNDAY 21ST AUGUST 1988

The cost per person is £32.50 (inc. VAT). This fee includes the cost of all meals, photocopied souvenir command sheets of the forces you lead during the battle, *plus* a Lone Wolf T-shirt (worth £4.95). In order to ensure maximum enjoyment for those taking part, the number of available places will be strictly limited to 6 players per game. Therefore, in order to avoid disappointments, members are advised to send for a booking form, send a stamped, self-addressed envelope to:

Battle Days '88, C/o. Rachel Cooke, Beaver Books, Brookmount House, 62-65 Chandos Place, Covent Garden, London, WC2N 4NW

Please be sure to state which Battle Day you are interested in (Saturday 20th or Sunday 21st). Also, please indicate if you would intend to arrive by Public Transport (British Rail, Brentwood) or by private transport. A rail timetable is available and arrangements can be made for your collection on arrival and your return to the station at the end of the day.



BATTLE DAY SCHEDULE

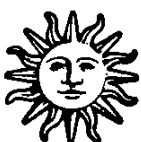
- 10.00am Arrival. Meet with Joe and the other players, examine the battlefield, and choose your army for the battle.
- 10.30am Battle briefing. A chance to familiarize yourself with the rules of fantasy wargaming. No previous experience will be necessary as Joe will be on hand throughout the game to help and advise each player with his / her battle objectives.
- 10.45am LET BATTLE COMMENCE!
- 12.00pm Refreshments / coffee (served at the table so there'll be no need to stop the fighting!).
- 1.30pm Lunch. Take the opportunity to find out more about Joe's latest projects while you enjoy a delicious home-cooked meal.
- 2.15pm Return to the battle.
- 4.30pm Tea-time / refreshments.
- 6.00pm Battle concluded.
- ***** Photographs of the battle will be taken throughout the course of the day. A chance to purchase a set of these colour battle prints will be offered to players, at £5 per set (inc. VAT and P&P). An ideal souvenir of what should prove to be a truly memorable event.



Q. JUST HOW GOOD ARE JOE DEVER'S 'BATTLE DAYS'?

A. Why not ask some of the Lone Wolf fans who went to the games that Joe hosted last year:

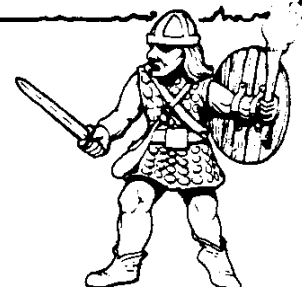
"Brilliant . . . worth every penny. Can't wait for the next one!"
(INNES CLATWORTHY, London)



"A fun-packed day . . . I really enjoyed it. Are there any places left in the next one?"
(RUSSELL NOYCE, Salisbury)

"I enjoyed the first one so much I have been saving up since then for another chance to lead the Sommlending Army!"

(DAVID LEWIS, Hendon, NW4)



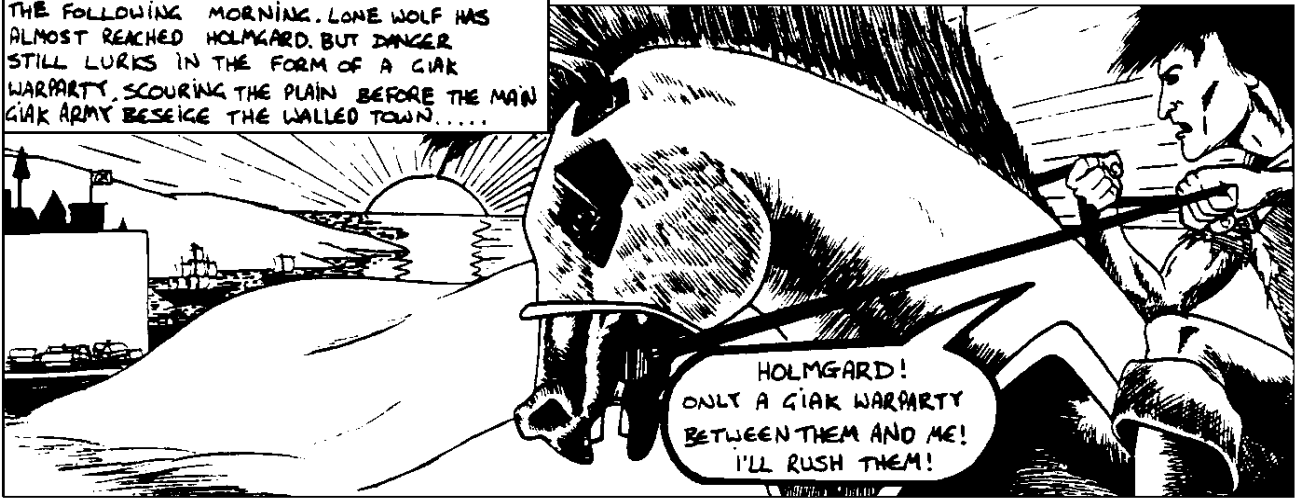


THE LONE WOLF ADVENTURES

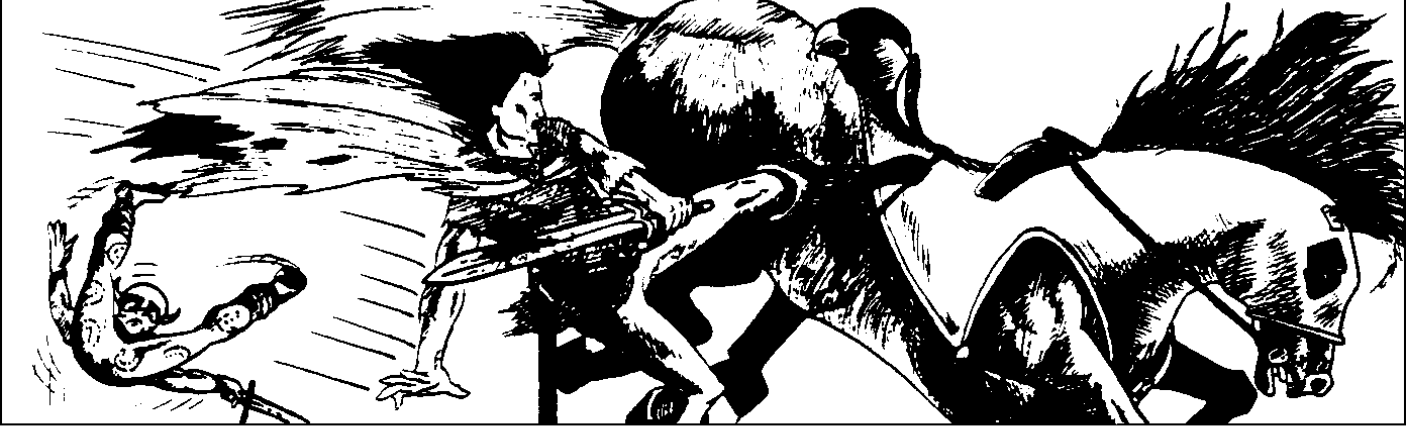
AN AUDIENCE
WITH
KING ULNAR

Script: JIM CLARKE
Art: SEAN DORAN
Lettering:
SEAN DORAN.
Grateful thanks to Joe Dover.

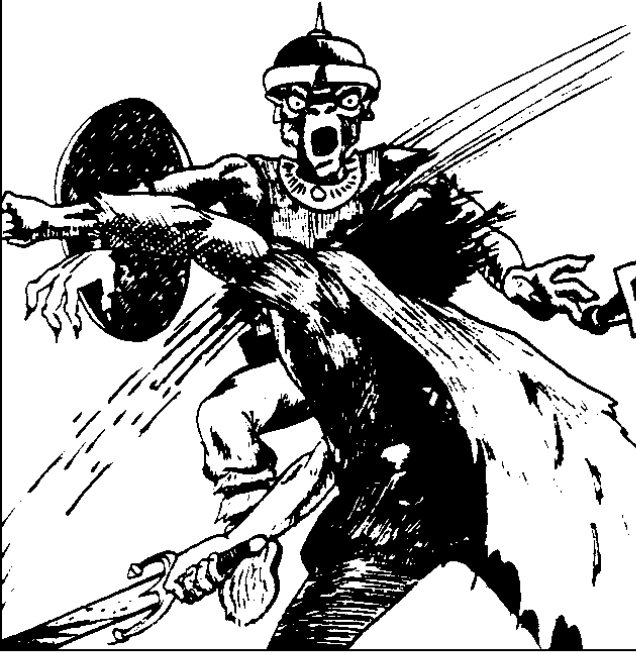
THE FOLLOWING MORNING, LONE WOLF HAS ALMOST REACHED HOLMGARD. BUT DANGER STILL LURKS IN THE FORM OF A CIAK WARPARTY, SCOURING THE PLAIN BEFORE THE MAIN CIAK ARMY BESEIGE THE WALLED TOWN.....



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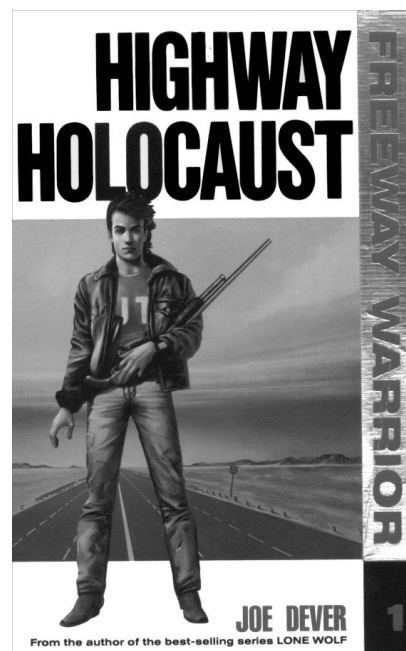
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LONE WOLF CLUB COMPETITION RESULTS

The winner of the Lone Wolf CROSSWORD COMPETITION which was featured in Newsletter No. 9 was:

PATRICK STEWART of PERTH, Scotland

who managed to complete the crossword despite the compilation errors which were highlighted in the last NWC Newsletter. Patrick wins first prize—a Pulman Leather Personal Organiser with a diary, planner & map pack. The next two correct entries were sent in by:

ANIL PATEL of BRISTOL
and
MALCOLM TAYLOR of BRIDLINGTON

They each receive signed & dedicated copies of Lone Wolf Book 12—*The Masters of Darkness*. For those of you still wondering what the solution to the crossword was, here's Patrick's winning entry:



1	M	E	K	2	I	M	A	3	J	E	N	4	O	R		5	G	42	6	E	M	
	A				K				A				X		7	O		32	D	A	B	
8	A	R	D	A	N			V					Y			X				G		
	K			Y		9	S	E	F	R	O	U			10	O	G	I	A			
11	E	L	12	D	E	R			K			K				G						
	N		O							13	R	E	M	I	R					14	O	
15	M	A	O	U	K		16	R								O					U	
	I		M					A		17	K	A	Z	31	A	N	18	O	U	D		
	R		S		19	Z	A	H	D	A				D			L			A		
20	E	U	L	A				K		S		21	W	O	O	D					K	
			A		22	S	L	O	V	I	A						33	34	A	G	O	
23	35	I	C	Y				S		N		24	25	P	H	E	R	O	N			
43	S	U	E		36	T					26	I		E								
27	H	E	R	38	D	O	39	S				X		L		37	28	G	U	N		
	I			40	A	L	O	E		41		29	K	I	L	L	E	A	N			
30	R	E	N	D	A	L	I	M			A						43	B	C			



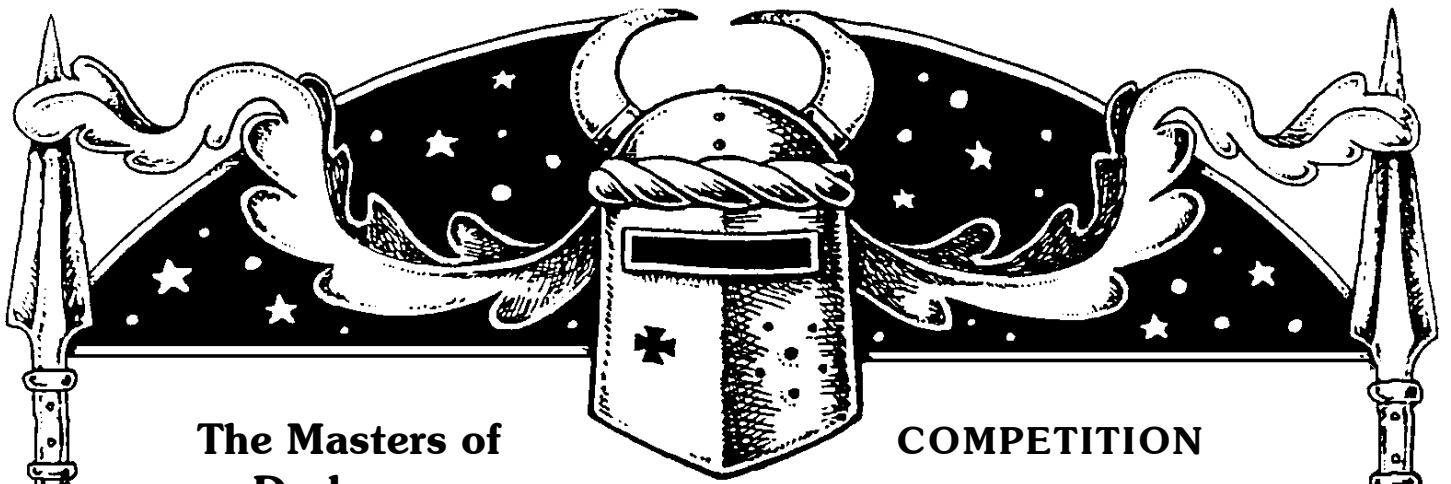
LONE WOLF CLUB MINI-COMPETITION

The five Lone Wolf Club members whose correct entries were chosen at random from over a hundred received by the 13th June 1988 were:

PAUL ASHMORE MICHAEL HAWRYLKIW KAREN HUNT DAVID FARFIELD	of HUNGERFORD of CHESHIRE of MANCHESTER, Ct. USA of GRIMSBY and of NEWQUAY
---	--

Congratulations to Paul, Michael, Karen, David & Peter, and to all the other Kai Masters who took part in this club mini-competition.

RESULTS OF THE SHORT STORY COMPETITION WILL BE PUBLISHED IN NEXT ISSUE



The Masters of Darkness

This issue's competition is based around events and details which can be found in the last Magnakai adventure—'The Masters of Darkness'. All you have to do is answer the questions correctly, in the spaces provided, then fill in your name, address, age, and T-shirt size, and send the completed form (or a photo-copy of it) to the club, c/o the address shown below.

All entries must be submitted no later than the 1st October 1988. Any received after that date will not be counted, so

COMPETITION

be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post no later than 13th October 1988.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win an OPTEX 'STAR SHOT' 35mm COMPACT CAMERA featuring built-in flash and a f5.6/35mm lens. The next three correct entries will win a Lone Wolf T-shirt.

1. What is the name of the room in the Guildhall of Magicians where the Shadow Gate can be found?.....
2. What devices enable the Darklords to survive in territories beyond their realm?
.....
3. What is a 'Lajakeka' and what does this Giak word mean?
.....
4. Name the Darklord who conquered Cloeasia.
5. Name the Kaltersee fish once trawled by Sommlending fishermen.....
.....
6. Name the sentient race of winged men who once populated the Gulf of Helenag. ...
.....
7. What form of power does the Ictakko utilise to attack its enemies?
8. Name Darklord Ghanesh's closest rivals.

NAME..... KAI RANK

ADDRESS.....
.....
.....

POSTCODE AGE T-SHIRT SIZE.....

Send your completed entry to: THE LONE WOLF CLUB (No. 11), Beaver Books,
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21 August 2009

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